

A stylized landscape illustration. In the background, there are purple, jagged mountains under a blue sky with a white sun. The middle ground is filled with several tall, green, conical trees. In the foreground, a white horse stands on a grassy field. A small body of water in the bottom left corner reflects the horse and the trees.

we ♥ Katamari™



namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

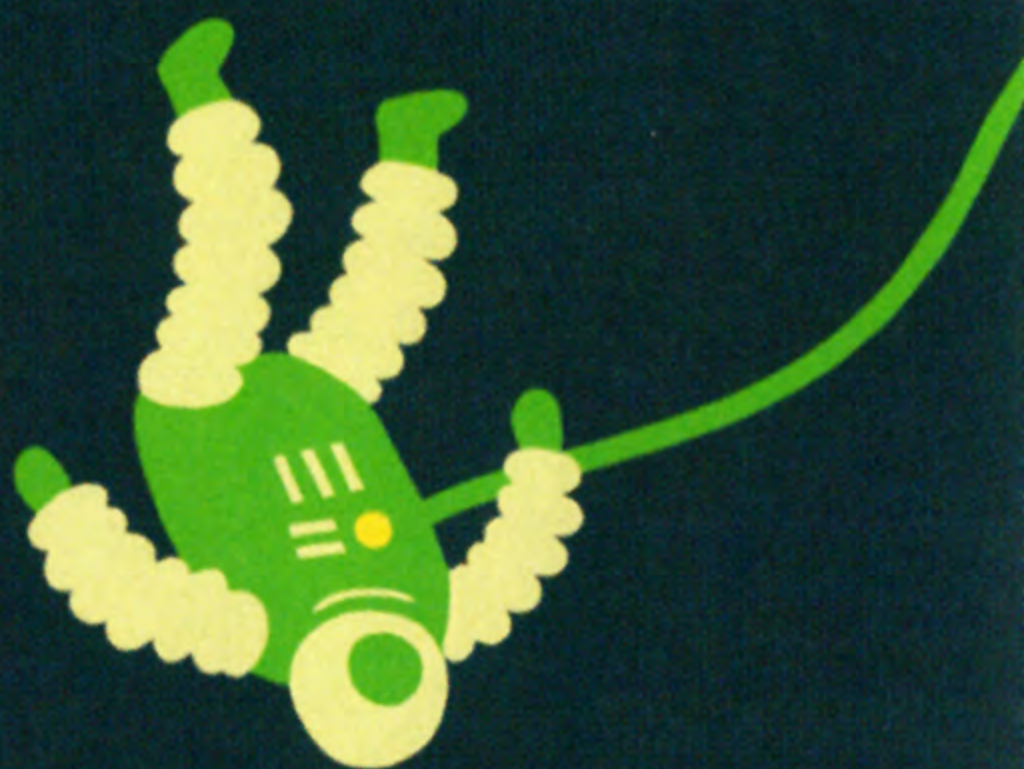
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- Do not bend it, crush it or submerge it in liquids.**
- Do not leave it in direct sunlight or near a radiator or other source of heat.**
- Be sure to take an occasional rest break during extended play.**
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

Hmm ...
Still not
enough stars
here ...

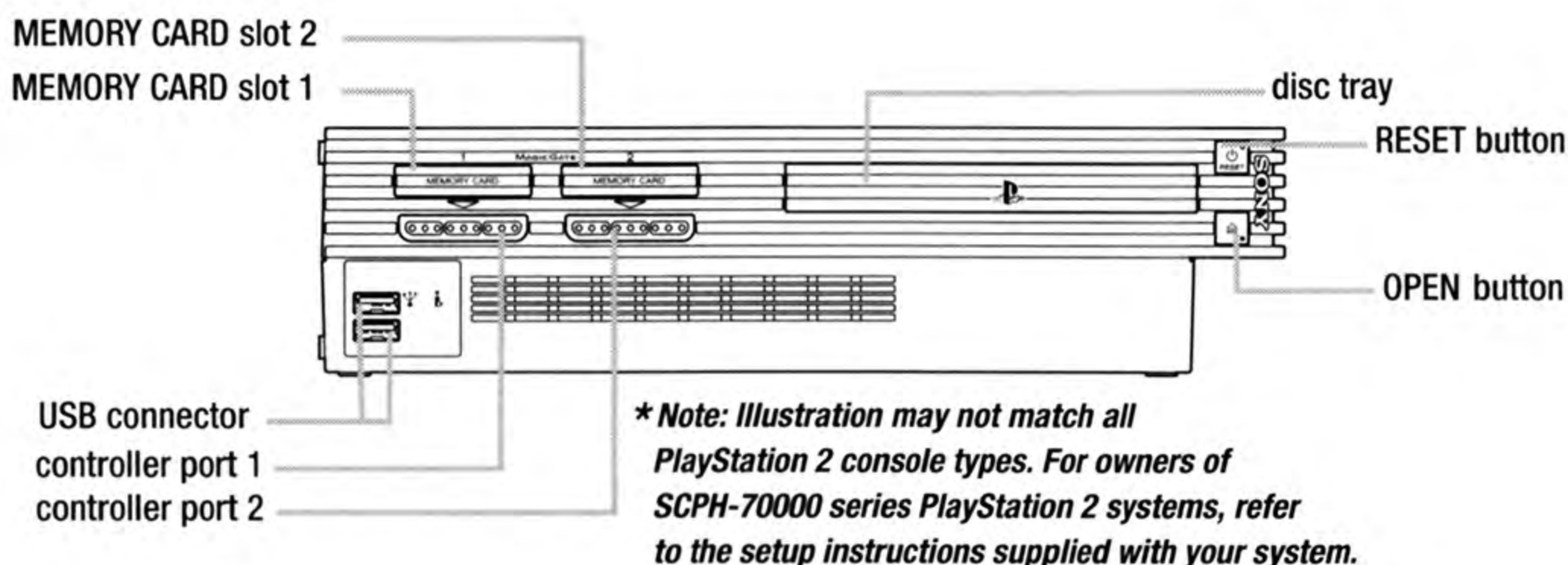


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Getting Started*



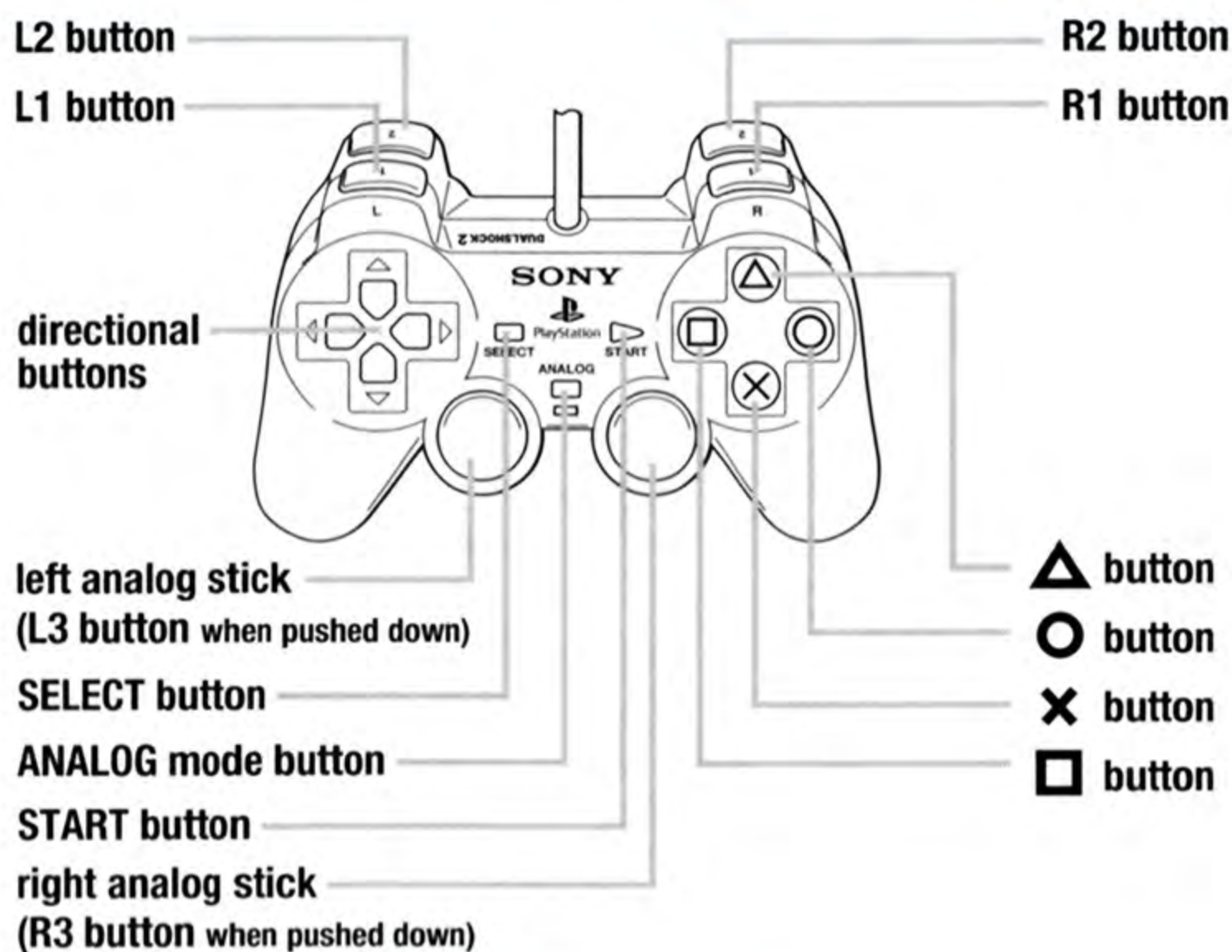
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **We Love Katamari™** disc on the disc tray with the label side facing up. Press the OPEN button again and disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

{ Memory Cards }

To save game settings and scores, insert a memory card into MEMORY CARD slot 1. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A minimum of 88KB must be available in order to save game data.

Game Controls

{DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS}



{ Controls During Requests }

- | | |
|---|---|
| Prince Look L1 button | Enlarge/reduce picture..... ○ button
(Photo Mode) |
| Royal Look..... R1 button | Take Photo..... ⊗ button |
| Lock On L1 button, R1 button
(VS mode) | Vibration ON/OFF SELECT button |
| Choose a photo.. L1 button, R1 button
(Photo Mode) | Pause..... START button |

{ Controlling movement using the left and right analog sticks }

Roll the katamari using the left and right analog sticks only

- | | {left analog stick} | {right analog stick} |
|--------------------------|--|----------------------|
| Roll forward | ↑ | ↑ |
| Roll backward | ↓ | ↓ |
| Turn left (right) | ↖ (↗) | ↖ (↗) |
| Roll left (right) | ← (→) | ← (→) |
| Brake | Press analog sticks in opposite direction of the rolling direction | |
| Shift left | left analog stick ↓ (or right analog stick ↑) | |
| Shift right | left analog stick ↑ (or right analog stick ↓) | |
| Quick shift left (right) | ↓ (↑) | ↑ (↓) |
| Dash | ↓↑ (Quickly move both analog sticks back and forth) | |
| Charge'n Roll (VS mode) | ↓↑ (Quickly move both analog sticks back and forth) | |
| Quick Turn | Press the L3 and R3 buttons at the same time | |

{ Controls used on the Select Meadow, in menus, and elsewhere }

- | | |
|--|-------------------|
| Selecting items / Moving around..... | left analog stick |
| Confirm item | ⊗ button |
| Return to previous screen / Cancel | △ button |

* On some screens, movements can be made with the directional buttons.

Why roll a katamari

'Cause it's fun! That's why!

After all, the ^{katamari} 塊 rolls up

Roll up here, roll up there —

In the end it becomes a star.

It replaces all of the stars that

Wow!!! Become a katamari fan!!

This time around,

this one's for all the

Katamari
塊塊
Damacy

Make the katamari big and fulfill
the dreams of the fans.

Yay!!!



around?

everything!

make it bigger!!

the King
accidentally
busted up.

fans out there:

Wow!!

I love
Katamari
Damacy!!

Long live the King
of All Cosmos!!

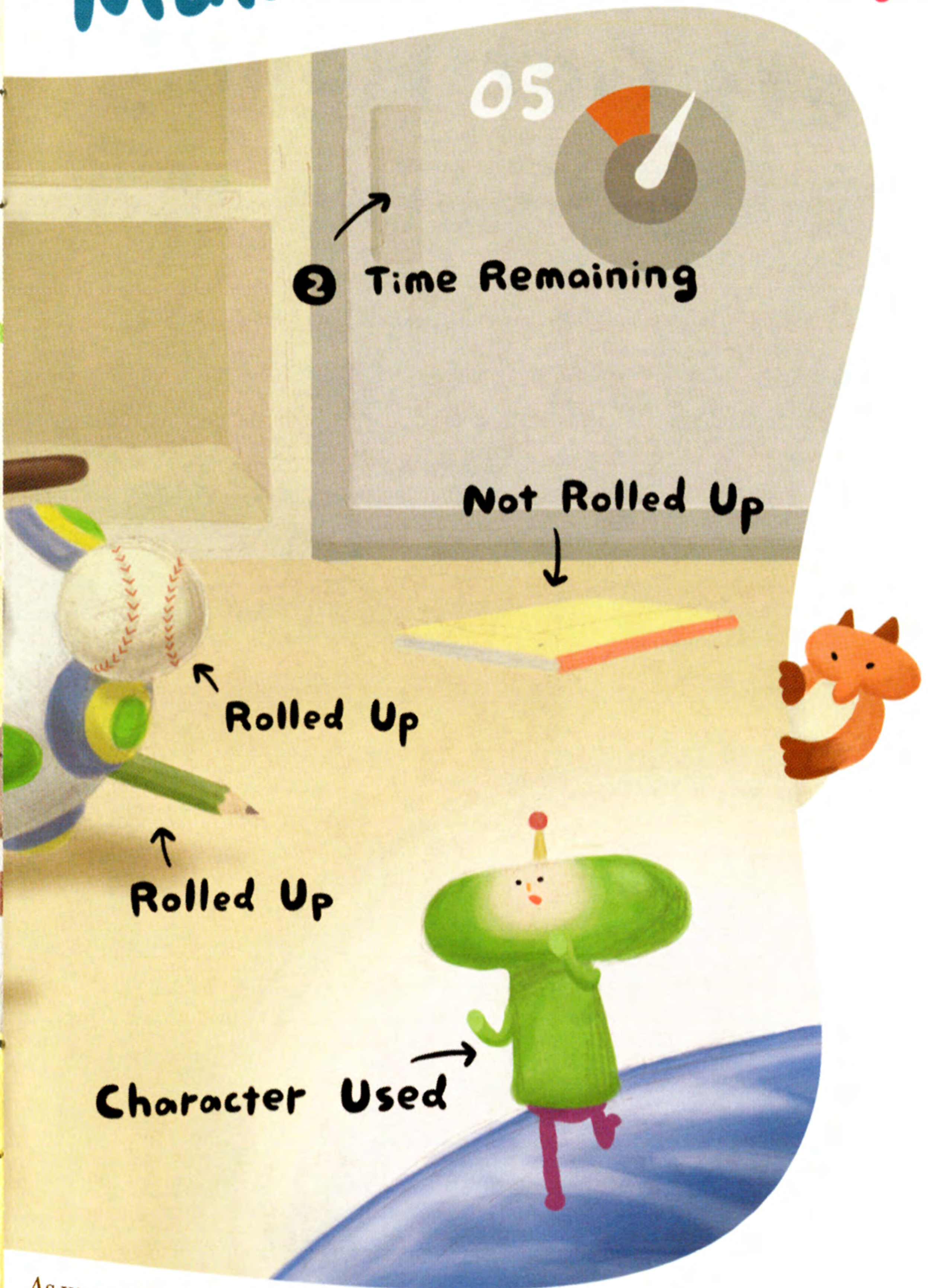


How Do You



The basic rule is to roll your katamari around and make it grow bigger.

Make It Bigger ?



② Time Remaining

Not Rolled Up

Rolled Up

Rolled Up

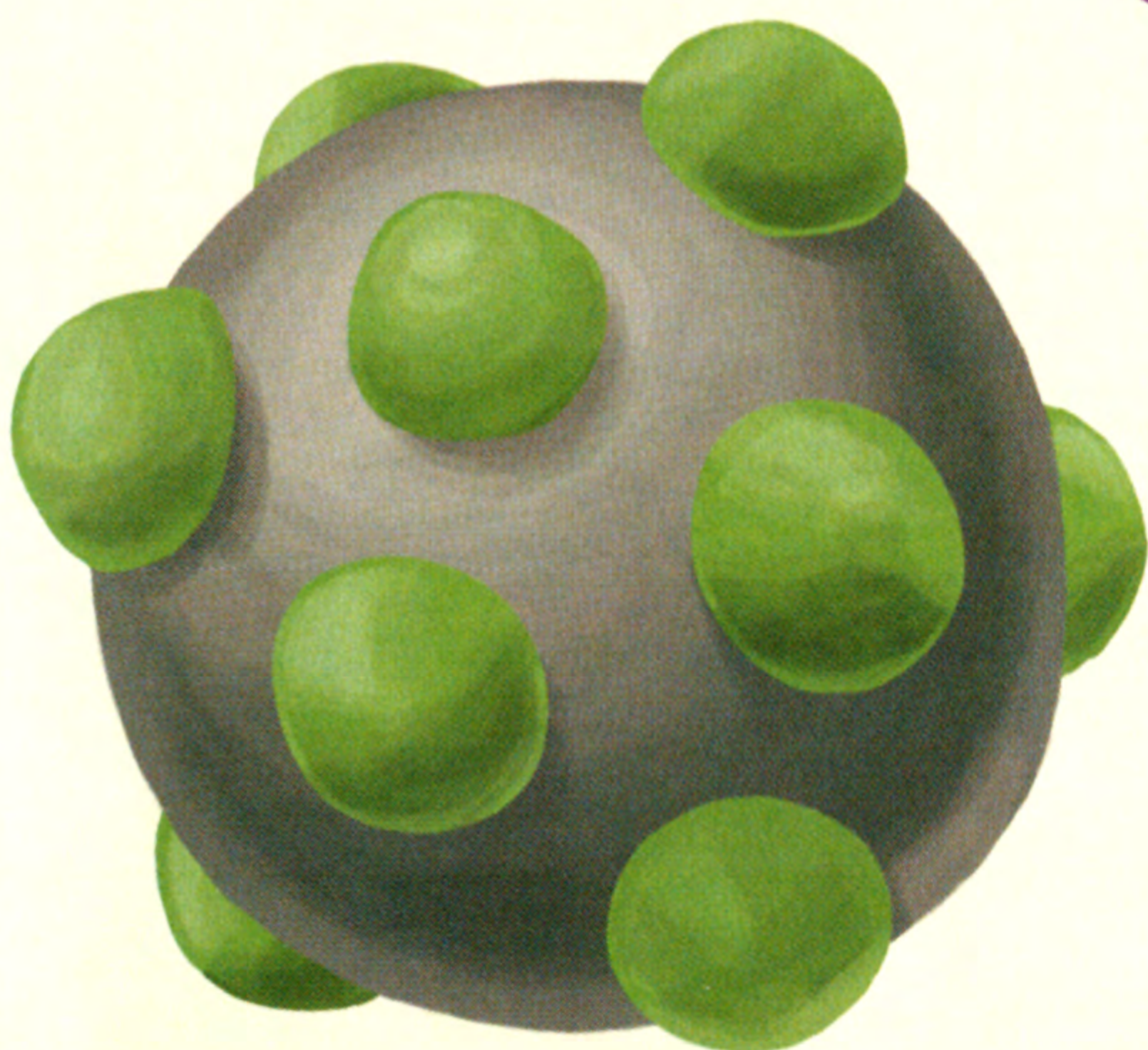
Character Used

As you progress through the game, you'll encounter some fans that have different requests.

OK Then, Let's Get Rolling!

{Roll forward} left analog stick ↑ + right analog stick ↑





Next, Let's Roll It To The Side!

{Roll left and right} left analog stick ←(→) + right analog stick ←(→)



And Backwards Too!

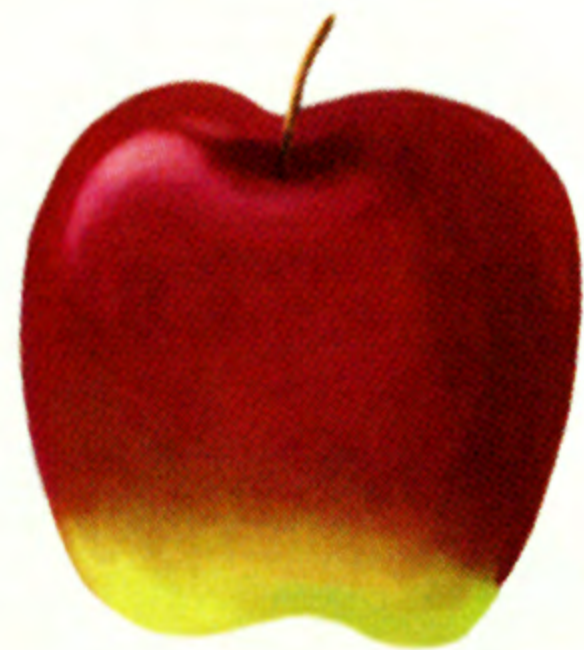
{Roll backwards} left analog stick ↓ + right analog stick ↓



And Turn...

{Turn left and right}

left analog stick ↙(↗) + right analog stick ↘(↖)



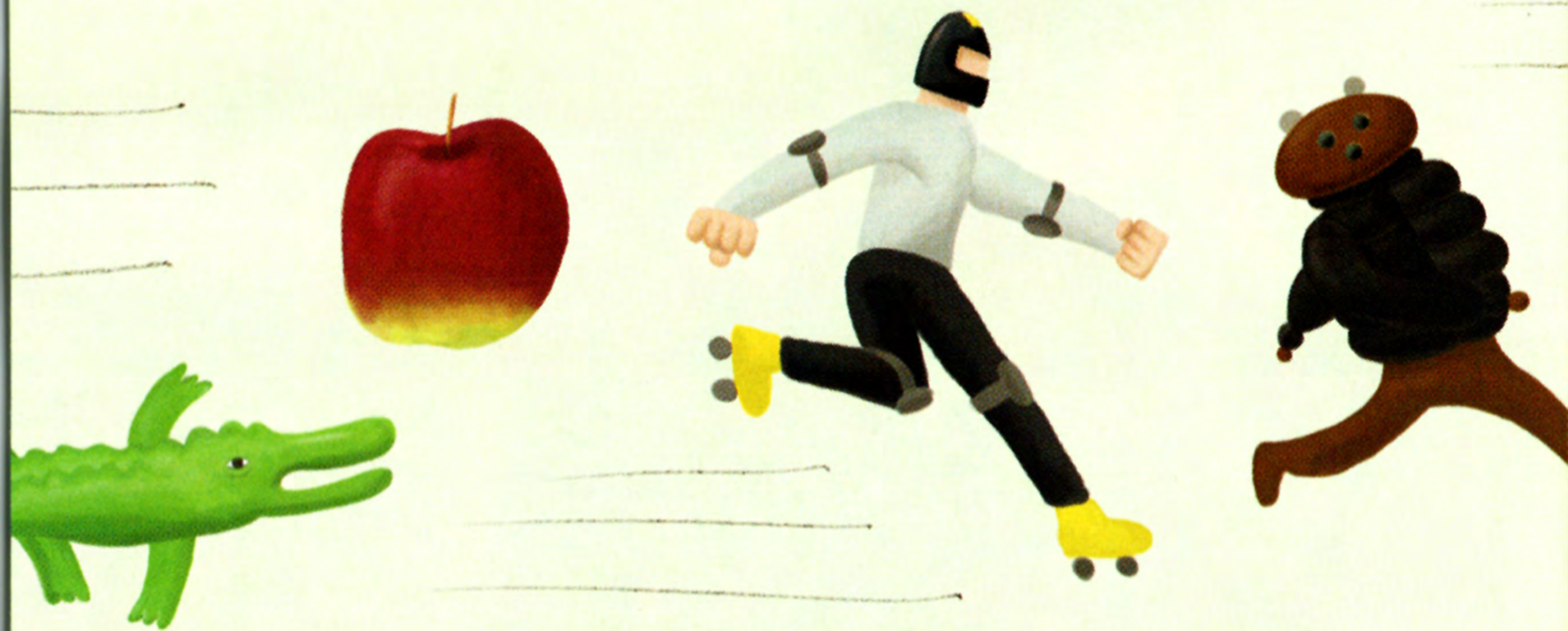
Uh-Oh---

An Alligator! STOP!

{Brake} Press both sticks in the opposite direction that the katamari is heading.

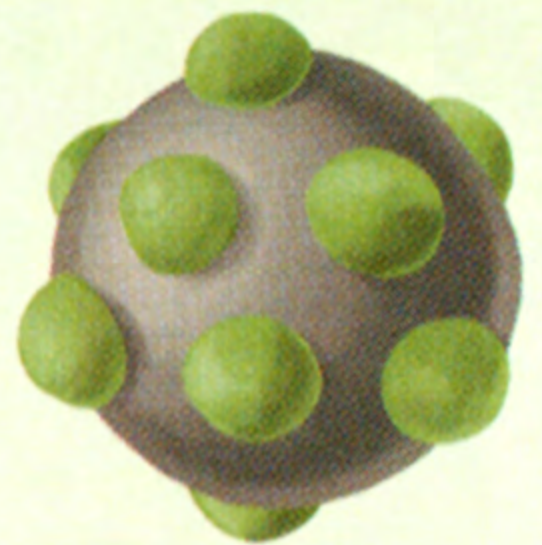


Faster! Faster!



Get A Move On !!!

{Dash} Move both analog sticks rapidly back and forth.
The longer you keep dashing, the quicker you'll run out of steam.

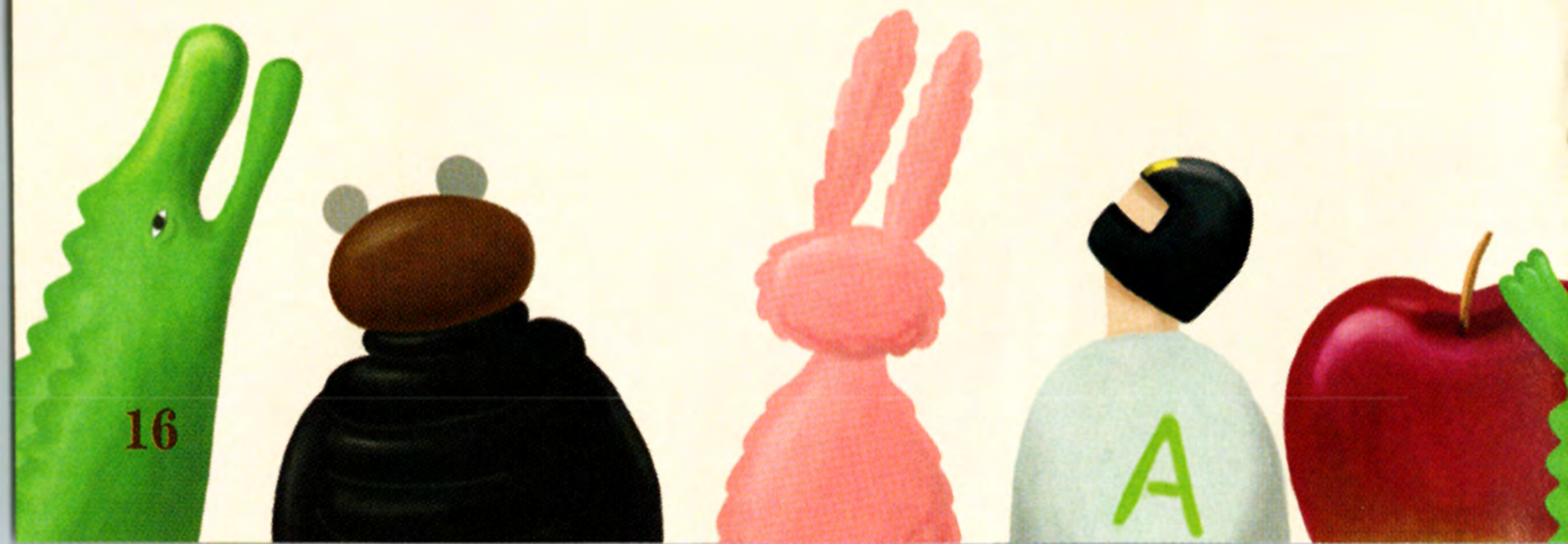
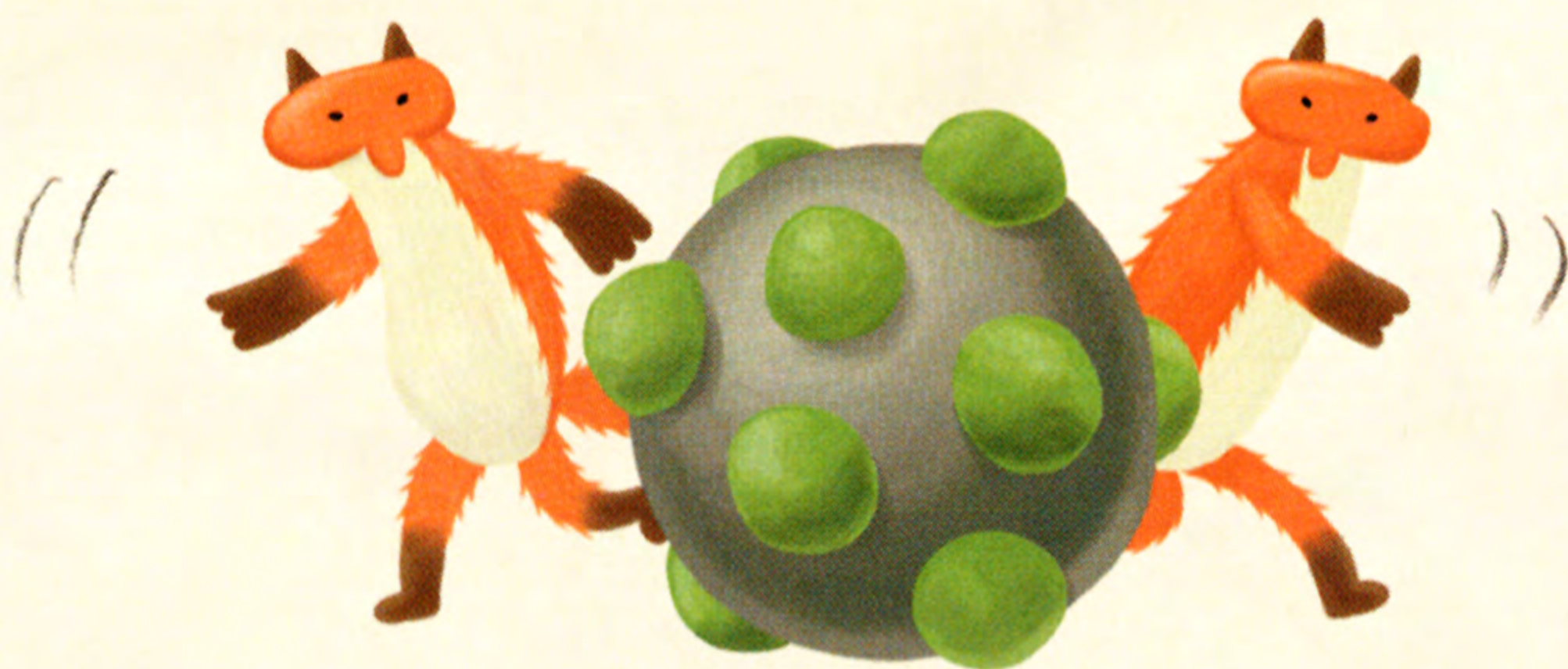


Round & Round ...

{Shift left and right}

Shift left: left analog stick ↓ or right analog stick ↑

Shift right: left analog stick ↑ or right analog stick ↓

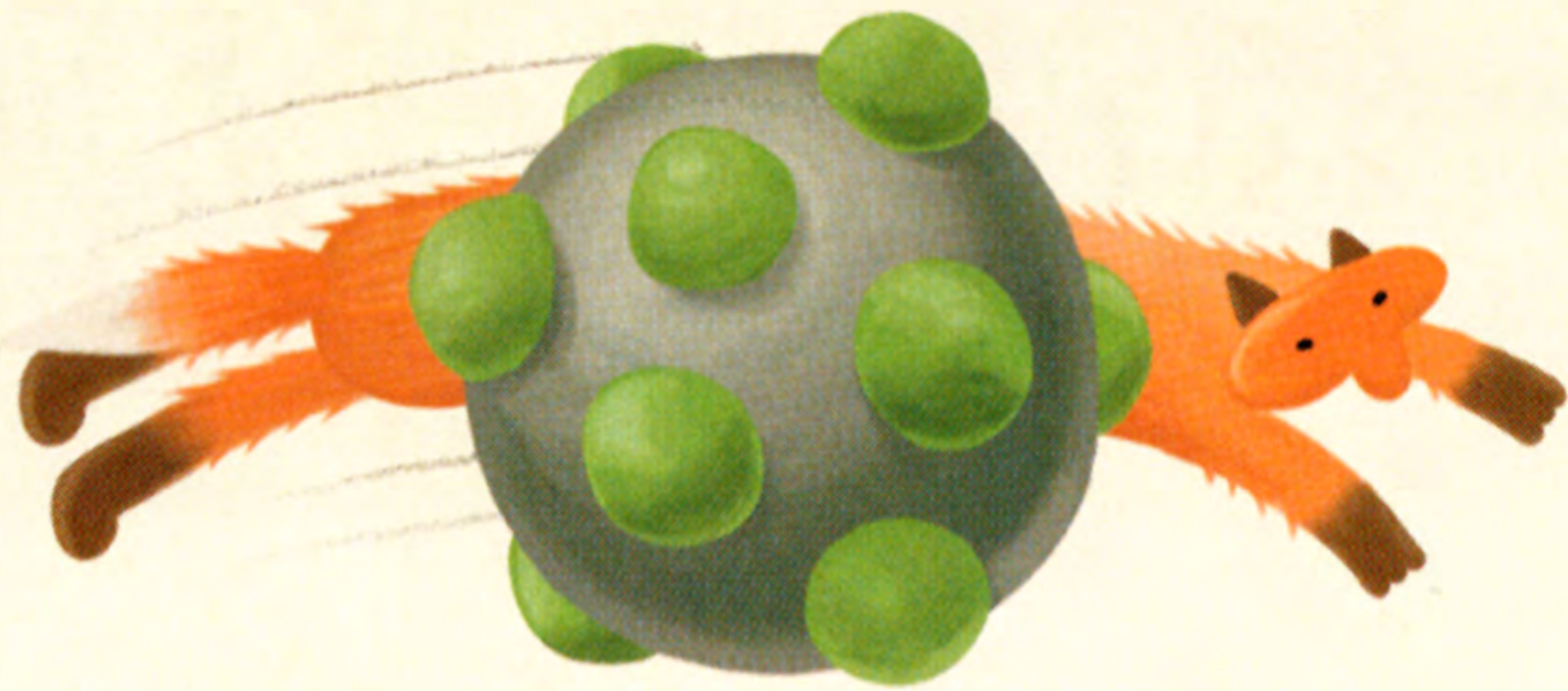


Here! Here!

{Quick shift left and right}

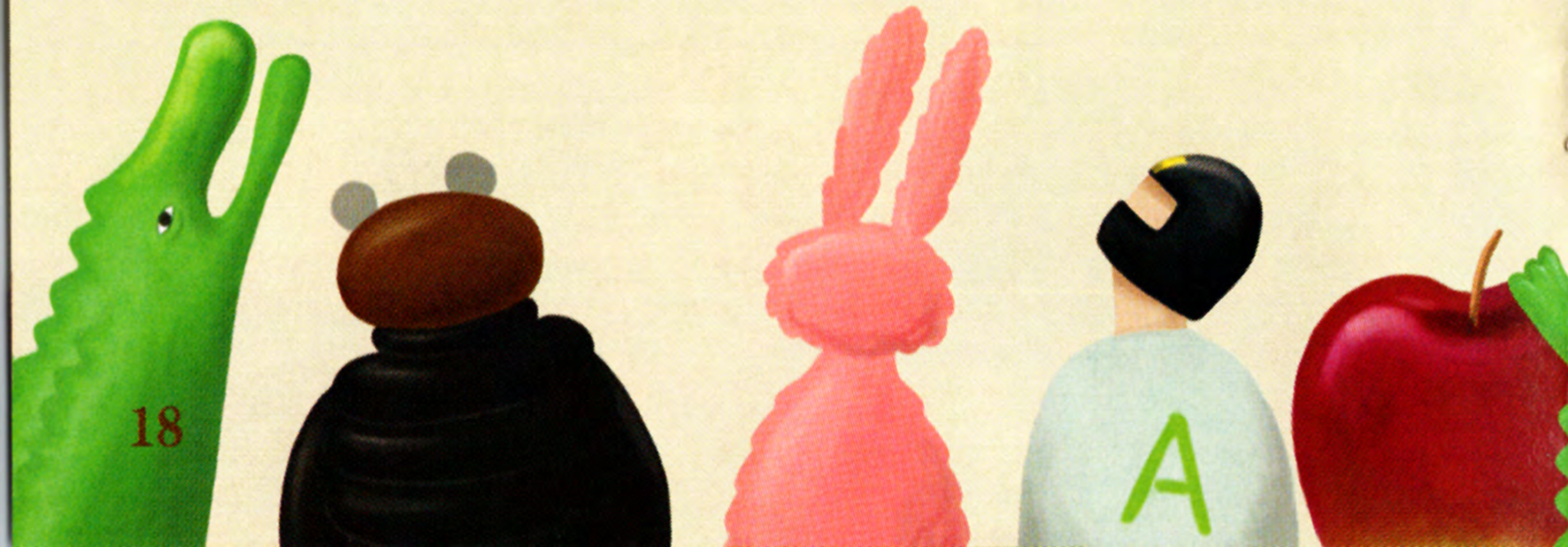
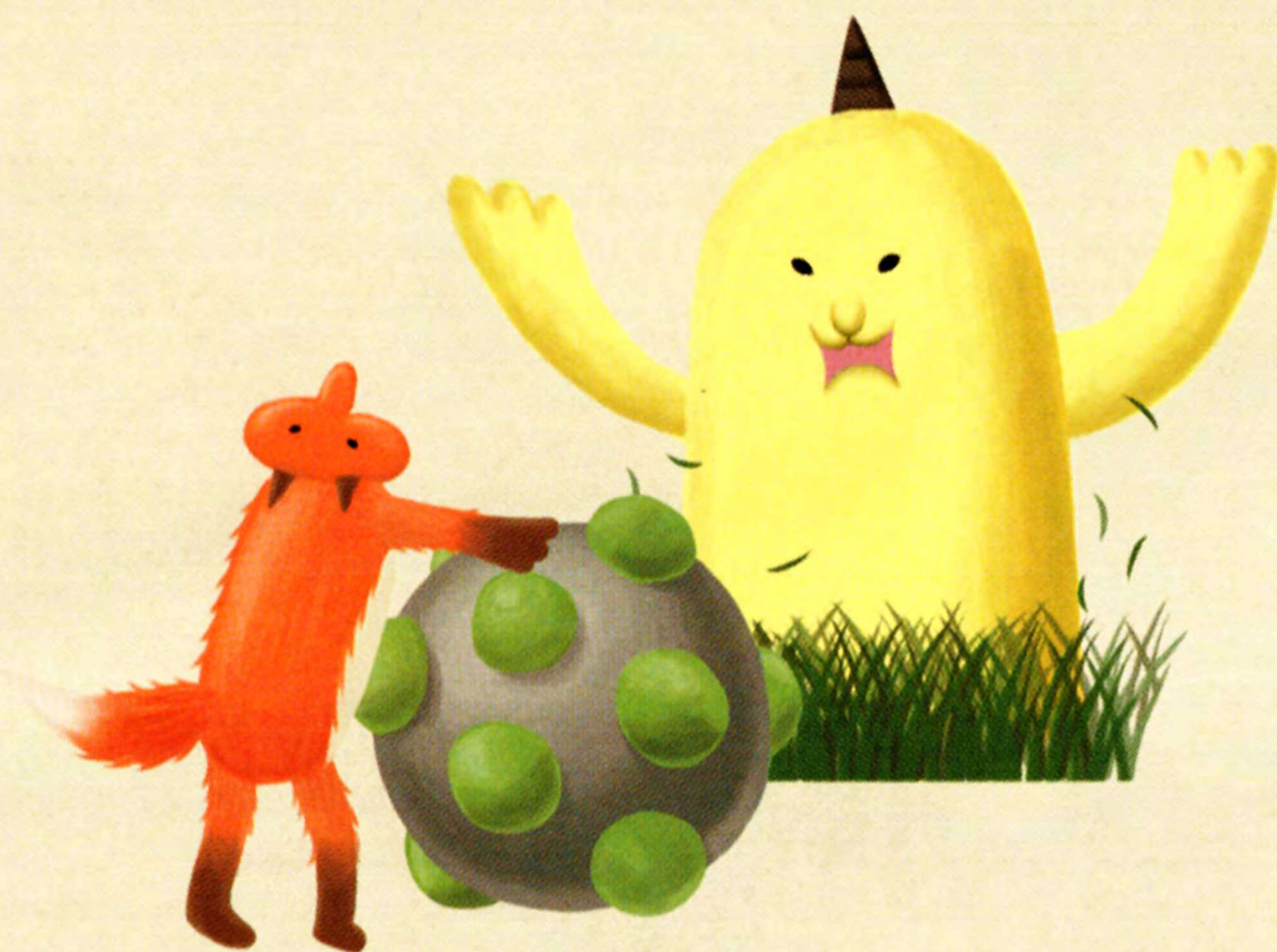
Quick shift left: left analog stick ↓ + right analog stick ↑

Quick shift right: left analog stick ↑ + right analog stick ↓



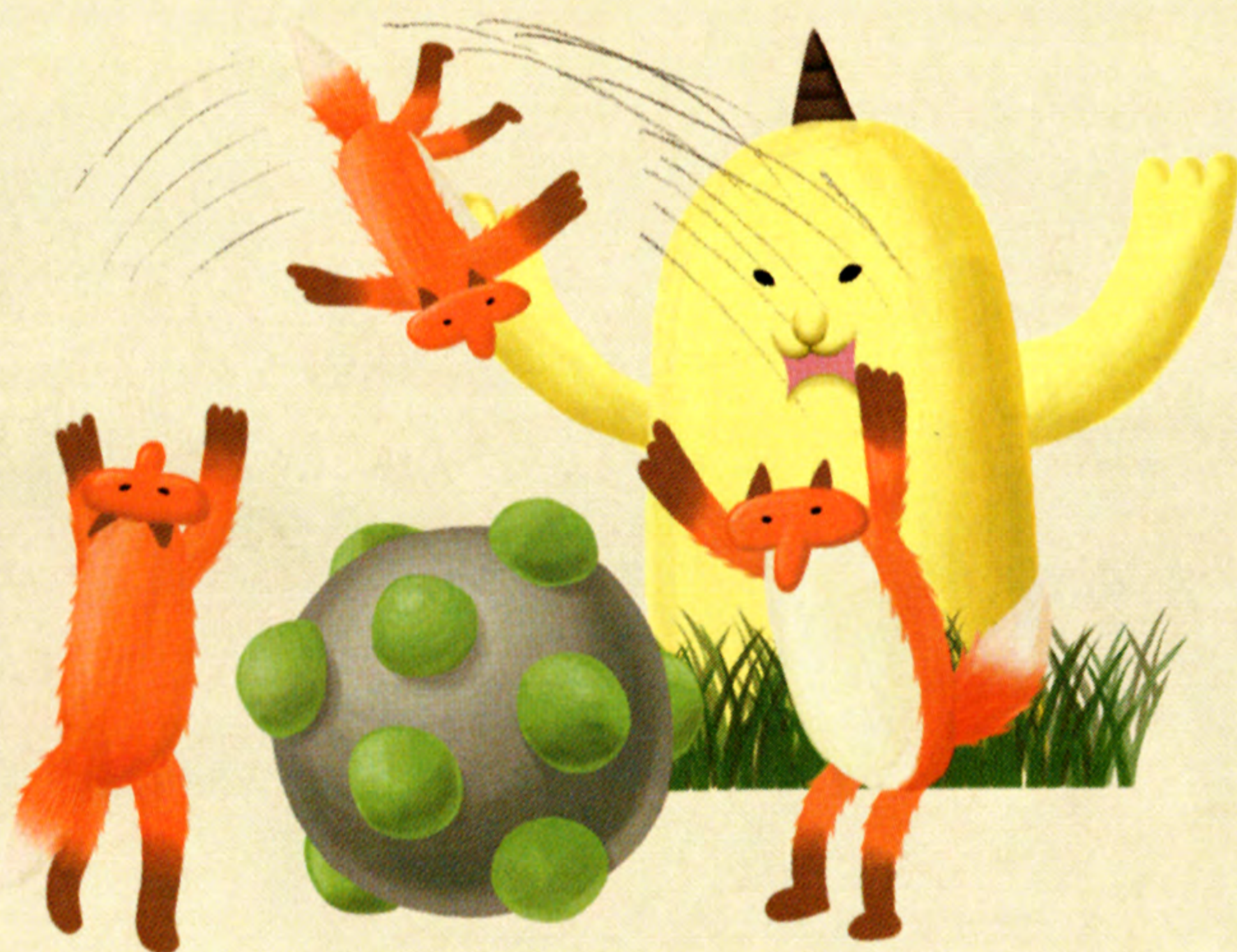
Oh No!

It's The Bogeyman!!!



Run Away!!!

{Quick Turn} Press the L3 and R3 buttons at the same time to jump over the katamari and face the opposite direction.





Everyone gets along when you roll the katamari like this.



Secret Actions

Have Fun From The Katamari's Viewpoint

Press the **L1** button to perform a Prince Look.

It lets you look all around from the top of the katamari.

The **L2** button shows you the Normal Eye view,

and the **R2** button gives you the Miracle Eye view.

Use the left analog stick to change your perspective.

Press the **L1** button once more to return to the game screen.



Look At The Katamari & Enjoy

Press the **R1** button to perform a Royal Look.

The Prince will fly high in the air so he can check out the katamari from all angles.

Use the **R2** button to zoom in, and the **L2** button to zoom out.

As with the Prince Look, change your perspective using the left analog stick, and return to the katamari rolling screen by pressing the **R1** button again. Getting the hang of the Royal Look will give a big boost to your gaming enjoyment!



Climb Over Obstacles!!

When you're facing a wall, push the left analog stick **↑** and the right analog stick **↑** to go over it.

You can climb over walls that are about the same size as your katamari. If you're clever in how you apply this movement, you'll be able to go up ladders, staircases, and other things too. Try reaching higher and higher places.



Let's Start The Game!!!



Select
A Request ... P26



Data ... P28



Collection ... P29



Presents ... P30



Sound &
Vibration ... P35




The Cosmos
... P44



Photo Album ... P32

VS Rankings
... P33

This is the Select Meadow.


The Select Meadow serves as the main menu screen, and you can freely roam all over it to talk to fans or view your Collection and other stuff. You can also save/load game data, change various settings, and perform other actions here.

Press the  button as you approach various objects.

Try wandering wherever you want while pressing the  or  buttons.

When starting the game for the first time, the Title Screen will be displayed, but if you have previously saved game data, you'll go to the Title Screen after you select the data you would like to load. You can then progress to the Select Meadow.

Select A Request

A Request begins once a fan has told you of their request. Approach a fan in the Select Meadow and press the  button. The fans all have different requests, so the tasks they give you will be diverse. The rules will be explained to you in person by the King, so be sure to pay him close attention. He really does tend to go on a bit though!

The game will end if you cannot fulfill the conditions required to complete the task, but you'll be able to give it another go by selecting "Play Again".

Also, even if you have fulfilled the conditions for completing the task, you'll still be able to keep on making your katamari grow until time runs out.





All of the fans' requests are important, so please listen to them with your undivided attention.

By the way, you can use the right analog stick in the Select Meadow to choose excellent background music to listen to during the task.

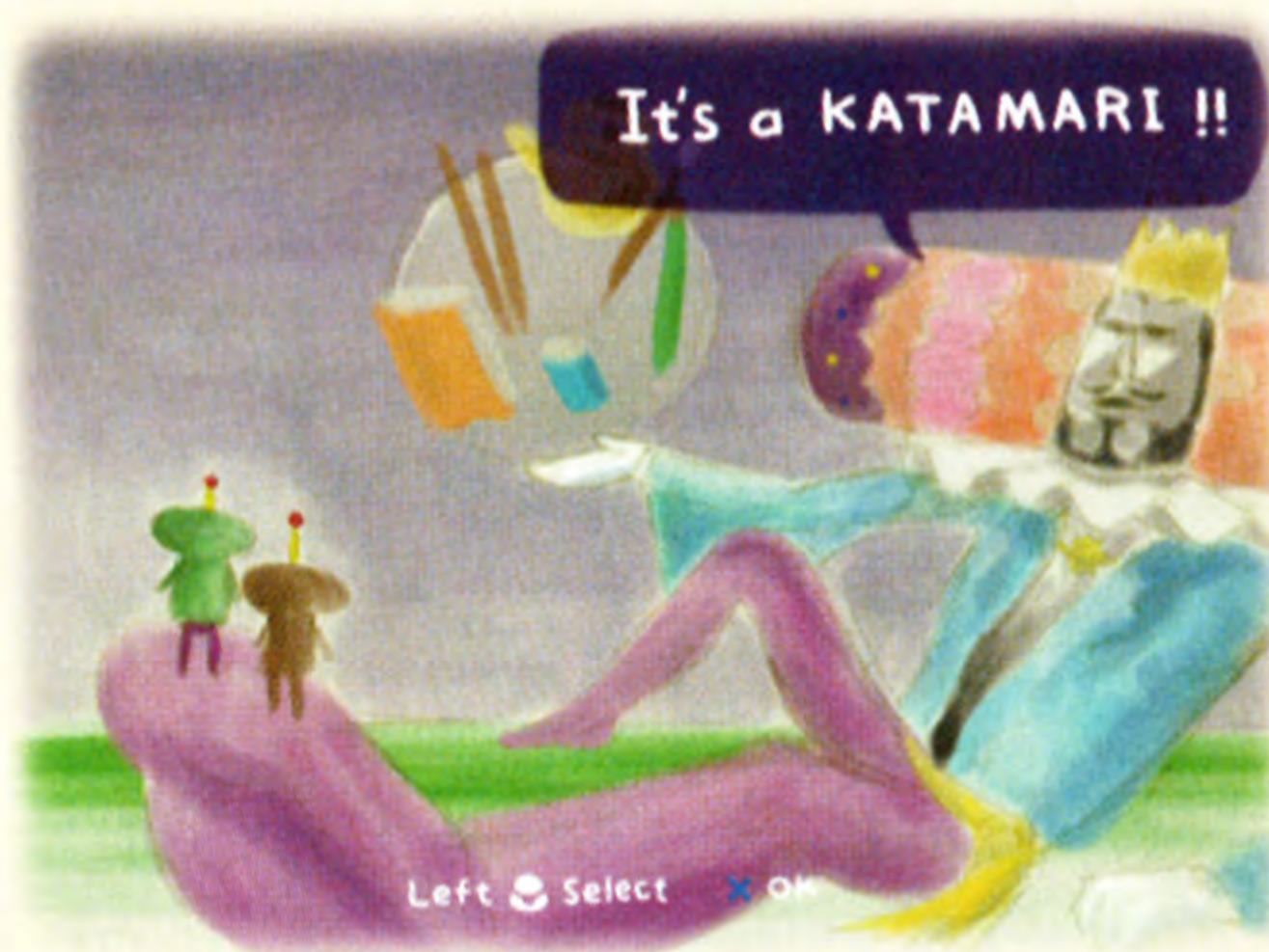
When you finish a Request after having fulfilled its completion conditions, you will be brought to the Results Screen, where the King will greet you in a relaxed mood.

The fan and the King will have a little chat, and after a while your katamari may be raised up into the Cosmos.

{ Pause }

Press the START button during a Request to bring up the Pause menu, which will present you with two choices. Press the  button to start over from the beginning, or press the  button to end the Request and return to the Select Meadow. When you end a Request, you will be returned to the Results Screen first if you have fulfilled the completion conditions.

If the katamari you have created doesn't appeal to you, you can re-make it as many times as you like.



Data

Game data can be saved or loaded by visiting the small house in the Select Meadow. Game data will be saved as files identified by “na”, “m”, or “co”. Select a file using the left analog stick ← or →, and confirm your choice by pressing the ⊗ button.

Your data will be safely stored, no matter which file you choose.



Select “Load Katamari Damacy constellation data” to load data from the previous version of “Katamari Damacy.”

A PlayStation 2 Memory Card (8MB) containing data saved from the previous or current version of the game should be inserted into MEMORY CARD Slot 1.

If you are going to load or save game data, start the game only after you have inserted a memory card (8MB) (for PlayStation®2) with at least 88 KB of free space. You will need to have at least another 88 KB of free space to save photo data.



Collection

The pretty blue katamari identifies the Collection. Here's where the objects you've rolled up during a Request can be inspected individually. Even if you haven't collected all objects, you'll still enjoy having a nice long look at what you have managed to roll up so far.



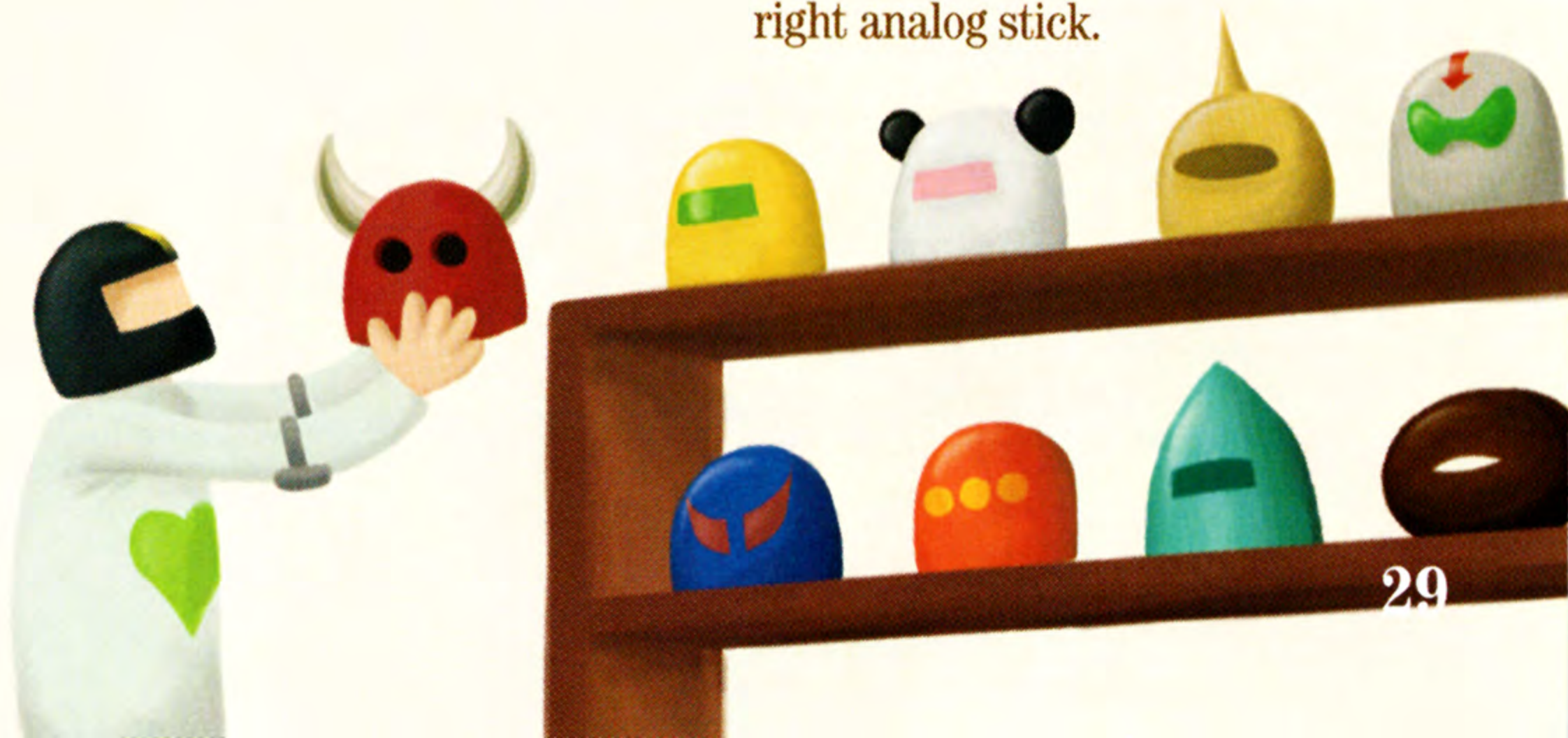
Select Category Screen

Rolled-up objects are separated into various categories. Choose a page by pressing the **L1** or **R1** button, and use the left analog stick to select a category. Press the **X** button to go to the Object Screen.



Object Screen

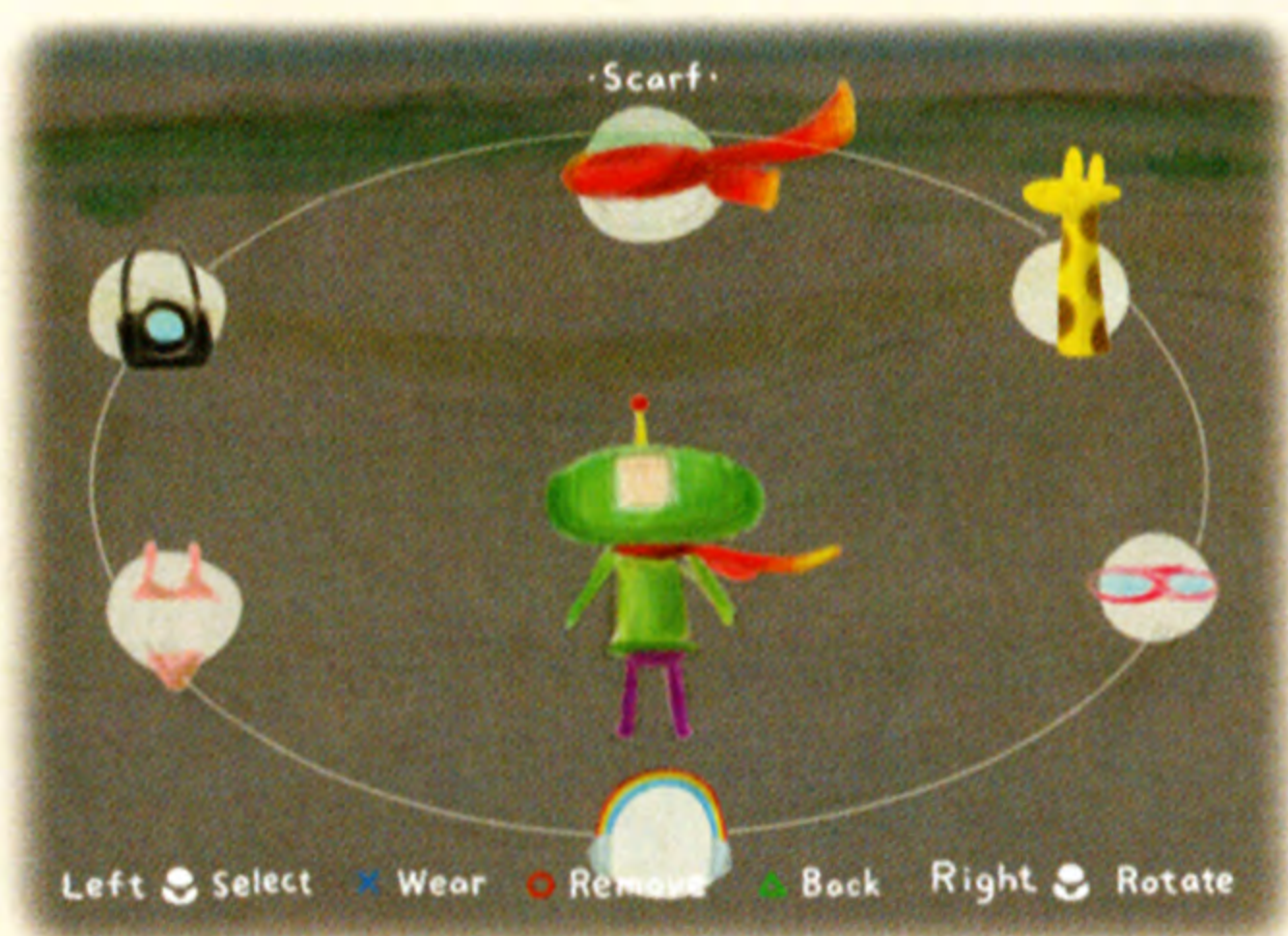
Use the **L1** or **R1** button to choose a page. Choose an object with the left analog stick to check out its description. Use the left analog stick to scroll the description text up and down. Zoom in or out using the **L2** and **R2** buttons, and rotate the object using the right analog stick.



Presents

The Birthday Cake is where you can wear any Presents that you have found.

Presents can be worn on three areas: your head, face, and body. And the items are pretty stylish, too. If the presents are of different types, you'll only be able to wear two at a time.



Use the left analog stick to choose a Present. Put it on with the **X** button, and take it off with the **O** button. Use the right analog stick to view yourself from different angles. Press the **△** button to return to the Select Meadow.

You can get Presents by rolling up a Present Box during a Request and safely completing the Request. Turn heads by putting on your favorite Present.



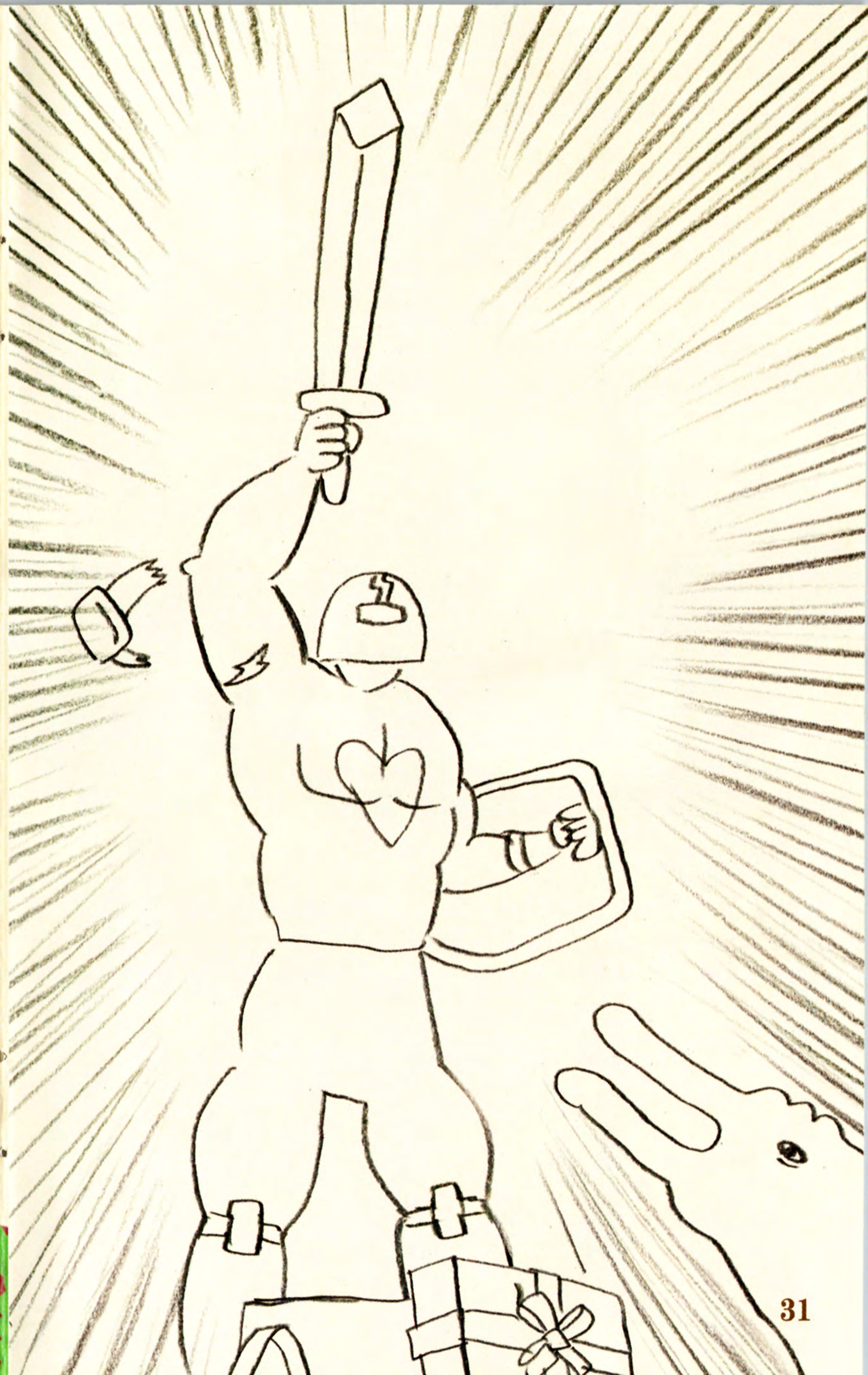


Photo Album

The tree with the two birds perched on it is the gateway to your Photo Collection.

Pictures taken with the Camera (see pgs. 40-41) can be seen by everyone, and the data can be handled by everyone. Only pictures that have been stuck to the Sky Canvas will be saved, so be careful.



The little bird will be your guide here. Move the bird around with the left analog stick and grab a photo with the **⊗** button. Find a nice place on the Sky Canvas and press the **⊗** button again to stick the photo there with a colorful pin. A total of 12 photos can be saved. All photos, whether taken while using in the “na”, “m”, or “co” files are saved as shared data.

{The Goat}

You can erase a photo already in your grasp by feeding it to the Goat (press the **⊗** button).



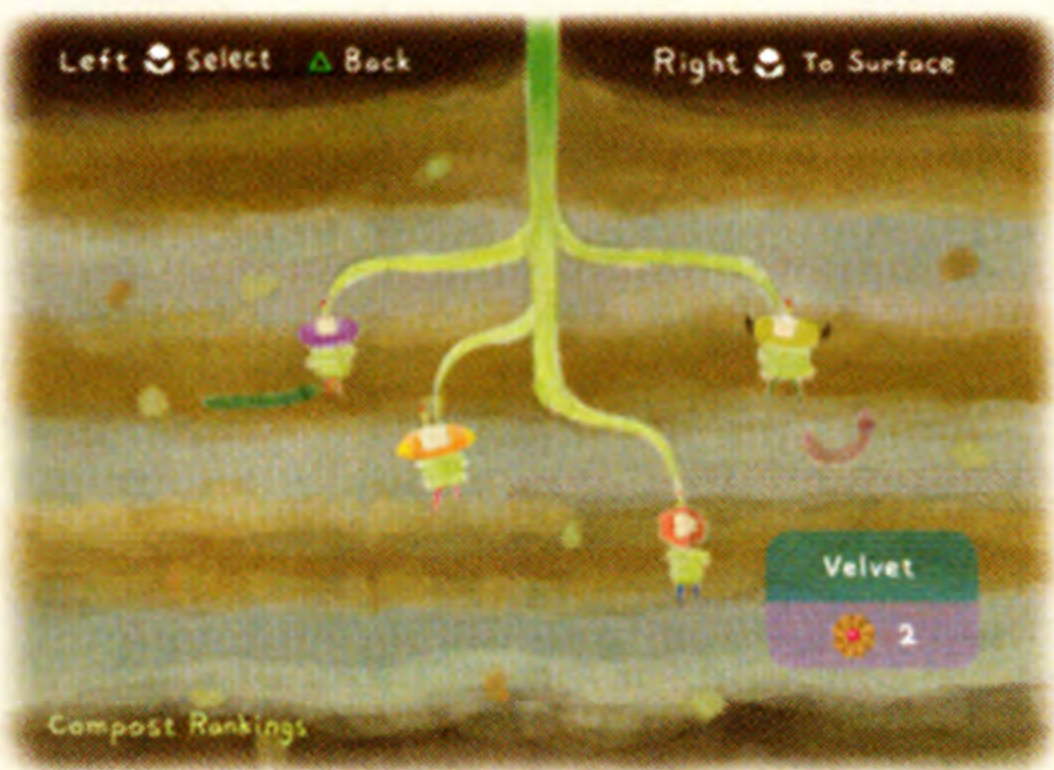
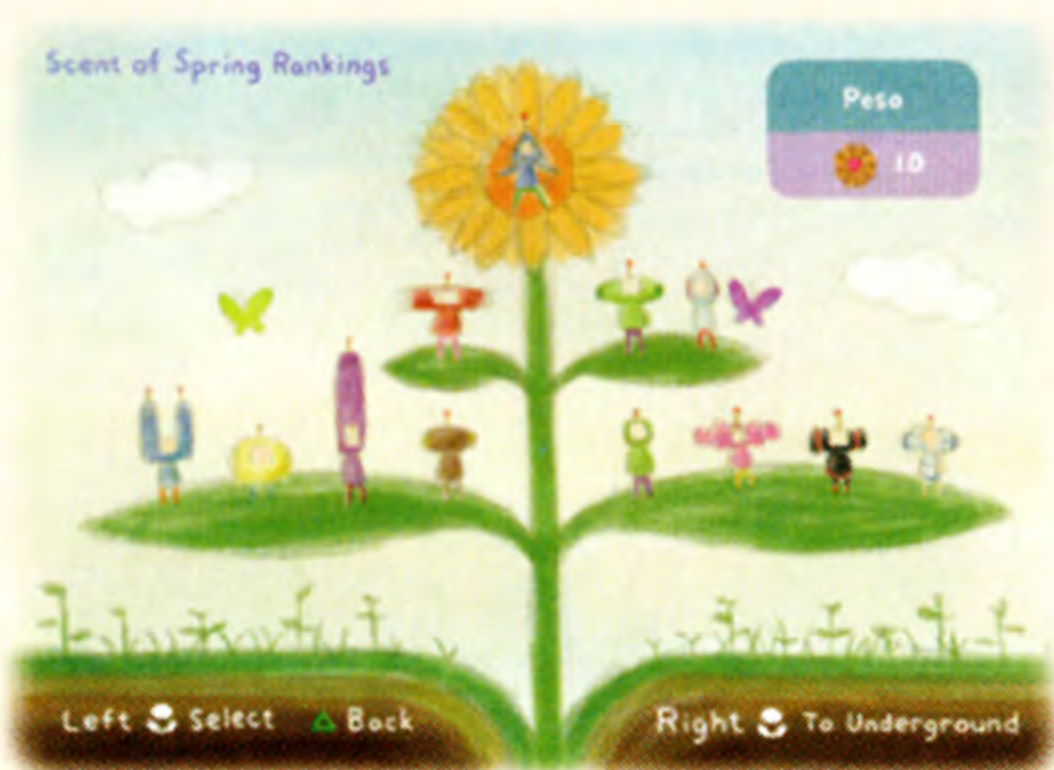
VS Rankings

The podium with a mushroom sitting on it is the gateway to the VS Rankings. This is where you can check the results for each character in VS Mode (see pgs. 38-39).

The Rankings are divided into two screens: above ground “Scent of Spring” where the characters will feel a gentle breeze tickling their


noses, and “Compost,” where they will be enveloped by the warmth of the Earth. Use the right analog stick to switch between the screens.

Your guides this time will be a butterfly and an earthworm. Use the left analog stick to move the butterfly above ground and the earthworm below ground to select a character and display the total number of cookies it has been awarded from the VS battles. Characters with a larger number of cookies will be positioned higher up. Cookies aren’t just a cool way to show the rankings – *they also happen to be the tastiest things in the world!*





Change Character

If you press the  button when you approach the Prince or a Cousin, you can change the character you are playing. If you keep on changing characters, you may end up finding your true self. Players have to find the Cousins who will appear over the course of the game.



Sound & Vibration

The headphone-wearing woodpecker marks the spot where you can adjust the sound settings or activate/deactivate the vibration function of the analog controller. Select an item using the left analog stick $\uparrow\downarrow$, and use the left analog stick $\leftarrow\rightarrow$ to choose your desired settings.

VibrationSwitch vibration function ON/OFF

Sound

Mono/StereoToggle sound output

BGM.....Adjust background music volume

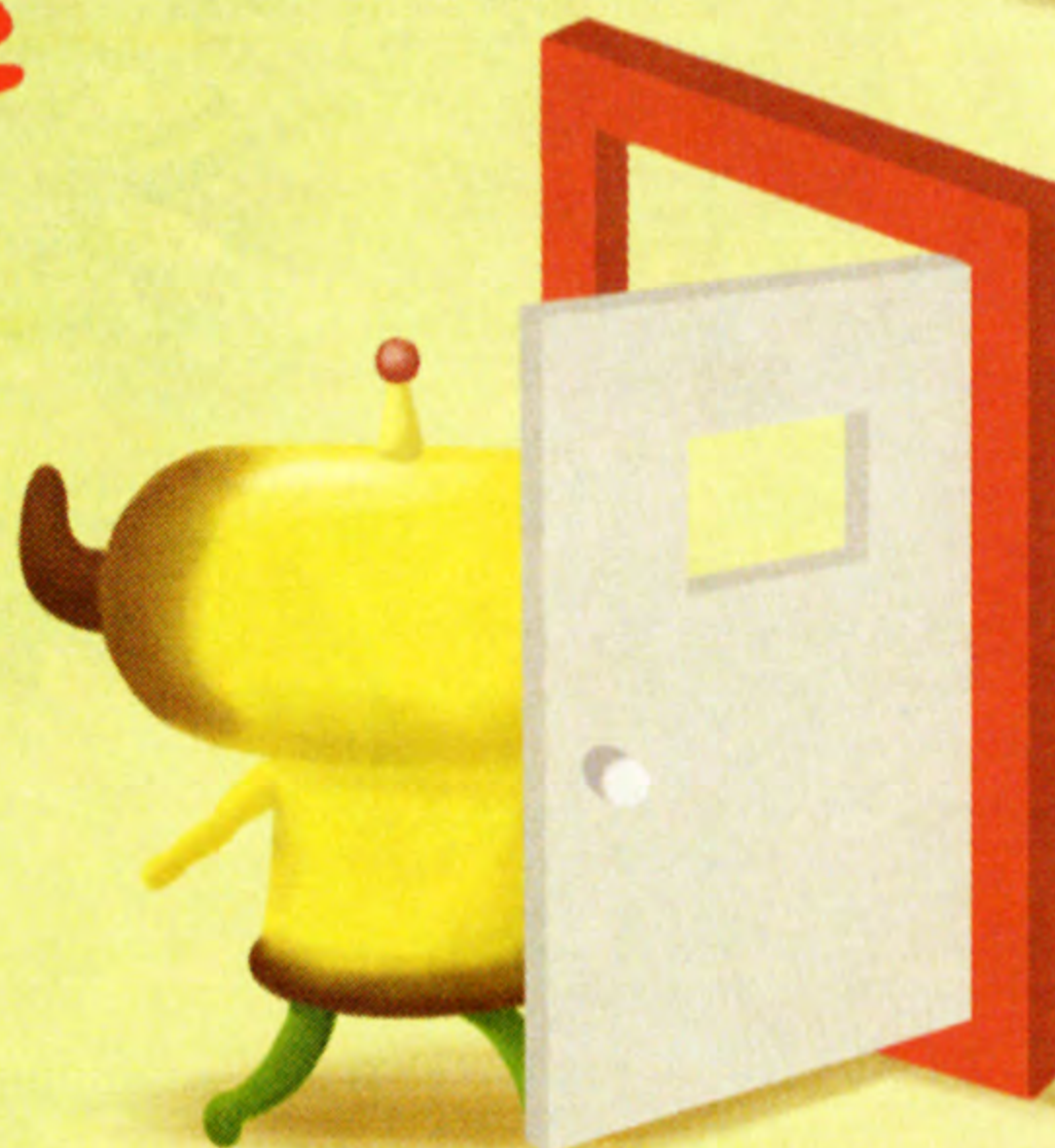
SEAdjust sound effects volume

DefaultRestore initial background music and sound effects volume levels



Quit Game


Press the \otimes button when you approach the Door to end the game. Even if you quit the game, please don't forget about Katamari Damacy!



Roll Around As A Twosome

{Two Player Co-op Mode}









Once other Royal Cousins have appeared in the Select Meadow (see pgs. 24-25), a second player will be able to control them if an analog controller has been inserted into controller port 2. To enter Co-op Mode, both players need to approach the same fan together and press the  button to confirm the action.



In Co-op Mode, two players roll a single katamari. Player 1 rolls it from the left side and Player 2 rolls it from the right. The rules and flow of play are basically the same as in single-player mode.



In Co-op Mode, the katamari can only be rolled by both players acting together. Even if Player 1 tries going it alone to try and roll the katamari forward (left analog stick  + right analog stick ), it will just remain in place, spinning to the right. This is because Player 1 was rolling the katamari only from its left side.

In order to roll the katamari forward, Player 2 must also roll it forward (left analog stick  + right analog stick ). If Player 2 rolls it to the right (left analog stick  + right analog stick ) during this action, the katamari will roll diagonally to the right. Be sure to roll in sync with each other.



Two players can perform a Dash or Quick Turn if they act in unison. The player who presses the buttons to activate a Prince Look or Royal Look will be able to change the perspective and control other aspects in that mode.

Raging Katamaris

{Two Player VS Mode}



To play in VS Mode, both players together need to approach the two guys sitting down playing chess, and then press the **X** button.

Before VS Mode begins, a specific object such as a pencil or balloon will be designated by the King. The player who has rolled-up the most specified objects before the three-minute time limit has expired will be the winner (a tie will occur if both players have the same number of objects). If you make your katamari big enough, you'll even be able to roll up your opponent.

The Rules of Battle



You can choose from among three VS scenarios.



3 Stages To Select

In The House
Small

In The Town
Medium

In The World
Large



{VS Actions}

Lock on – Press the **L1** or **R1** button to turn quickly towards where your opponent is standing.

Charge'n Roll – Move both analog sticks rapidly back and forth. When you let go of the analog sticks, your

katamari will zoom off on a collision course to deliver your opponent a real headache. Once the battle has ended, the winning player will receive a cookie from the King as a reward. The loser will have some of his cookies taken away and be left with fewer cookies. Go to "VS Rankings" (see pg. 33) to view the Cookie count.

Using The Camera !!!

{Photo Mode}



If you've found the Camera Present (see pg. 30), you'll be able to take a photo of the scenery during a Request. Press the **X** button during Prince Look or Royal Look modes (see pgs. 22-23) to enter Photo Mode.



Move the perspective around using the left analog stick, zoom in using the **R2** button, and zoom out with the **L2** button. Press the **X** button to snap a picture, and then use the **○** button to enlarge or reduce it.

You can hold up to three pictures during a Request, and they will be automatically stored under numbers "1", "2", and "3" in the upper left-hand portion of your screen. Select a number using the **L1** or **R1** button and take a photo. *Be careful: if you take a photo using a number that already contains one, the earlier photo will be erased.*




* Up to 12 photos can be stored in the "Photo Album" (see pg. 32) in the Select Meadow.





They might have gotten into a bit of a ruckus,
but after playing games back at the Apple House
everybody's getting on fine once more.

The Cosmos

The katamaris you create during a Request will float in the Cosmos in the form of planets or other celestial bodies. Face the sky from the Select Meadow and rise up to gaze into the Cosmos. Use the left analog stick to choose a planet, and press the  button to view the data of the celestial body you've created.



While the data of a planet is on display, you can use the left analog stick to move closer to or away from that planet.

Getting close to the Sun will allow you to view the entire Cosmos.

Any of your Star Data from the earlier version of “Katamari Damacy” can be viewed in the Cosmos. Make sure you’ve already loaded it as explained in “Data” (see pg. 28).





{Stardust and Shooting Stars}

If you've failed to complete a Request, your katamari may end up as Stardust. This Stardust will sparkingly decorate the Cosmos. If you've finished a Request quickly, your katamari will turn into a Shooting Star. Press the START button to see a list of your Shooting Stars.

Pressing one of the directional buttons or the **L1**, **L2**, **R1**, **R2**, **○**, or **R3** button will launch the Shooting Star that corresponds to that button.

{Completing the same Request twice}

If you choose a Request you've already completed and manage to complete it again, a question will appear on the Results Screen. If you choose "Planet", then the previous Planet will be turned into Stardust and your new katamari can then be made into a brand new Planet.

Roll up lots of katamaris to make the Cosmos glisten with Planets and Stardust.

Credits

Producers

Toshiya Hara
Hideki Tomida

Director

Keita Takahashi

Game Designers

Masatoshi Ogita
Takako Maeda
Akihiro Takano
Kazunori Okanaka

Art Director/Lead Modeler/Effect Designer

Takeshi Ugajin

Lead Modeler

Yasuaki Hashimoto

Living Object Modeler/Map Designer

Masaaki Hirano

Living Object Modeler/Manual Designer

Ryo Kimura

Living Object Modeler/Movie Designer

Takashi Kurihara

Living Object Modeler

Yasuko Fukuda

Map Designers/Object Modelers

Koichiro Yamamoto
Yuri Yamamura
Noriko Uono

Map Designer

Takashi Yoshida

Object Modelers

Nachi Mizuki
Mizuki Oki
Hiromi Sano
Aya Sato

Screen Layout & Design

Moe Miura

Sound Director

Yu Miyake

Composers

Yuri Misumi
Hiroshi Okubo
Masashi Sugiyama
Katsuro Tajima
Hideki Tobeta
Akitaka Toyama
Yoshihito Yano
Tomomitsu Kaneko
Kanao Kakino

Present Designer

Hizuru Uchida

Lead Programmer

Kazumi Yamabe

Interface Programmer

Hiroyuki Yamado

Object Programmer

Noriyoshi Tsujimoto

Technical Support

Yukihiro Kobayashi

Localization Producer

Lindsay Gray

Localization Specialists

Naotaka Higashiyama
Seiji Sugimoto

Marketing Specialist

Emi Takeuchi

Published by

NAMCO HOMETEK INC.

Business Unit Director

Yoshi Niki

MARKETING**Senior Marketing Manager**

Yoko Nakao

Marketing Specialist

Wayne Shiu

Marketing Translator

Thomas Huston

Public Relations Manager

Kristin Calcagno

Senior Operations Manager

Jennifer Tersigni

**NAMCO HOMETEK QUALITY
ASSURANCE****Director of Product Services**

Glen A. Cureton

QA Supervisor

Daryle Tumacder

QA Lead

Chris Stanley

Assistant QA Lead

Kenrick Mah

QA Testers

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Alan Hopkins

Gene Bang

Jonathan Voytoski

Scott Hartz

Neal Nakagawa

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Hiroshi Tanaka

Tom Usher Designs

Beck Interactive

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LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
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